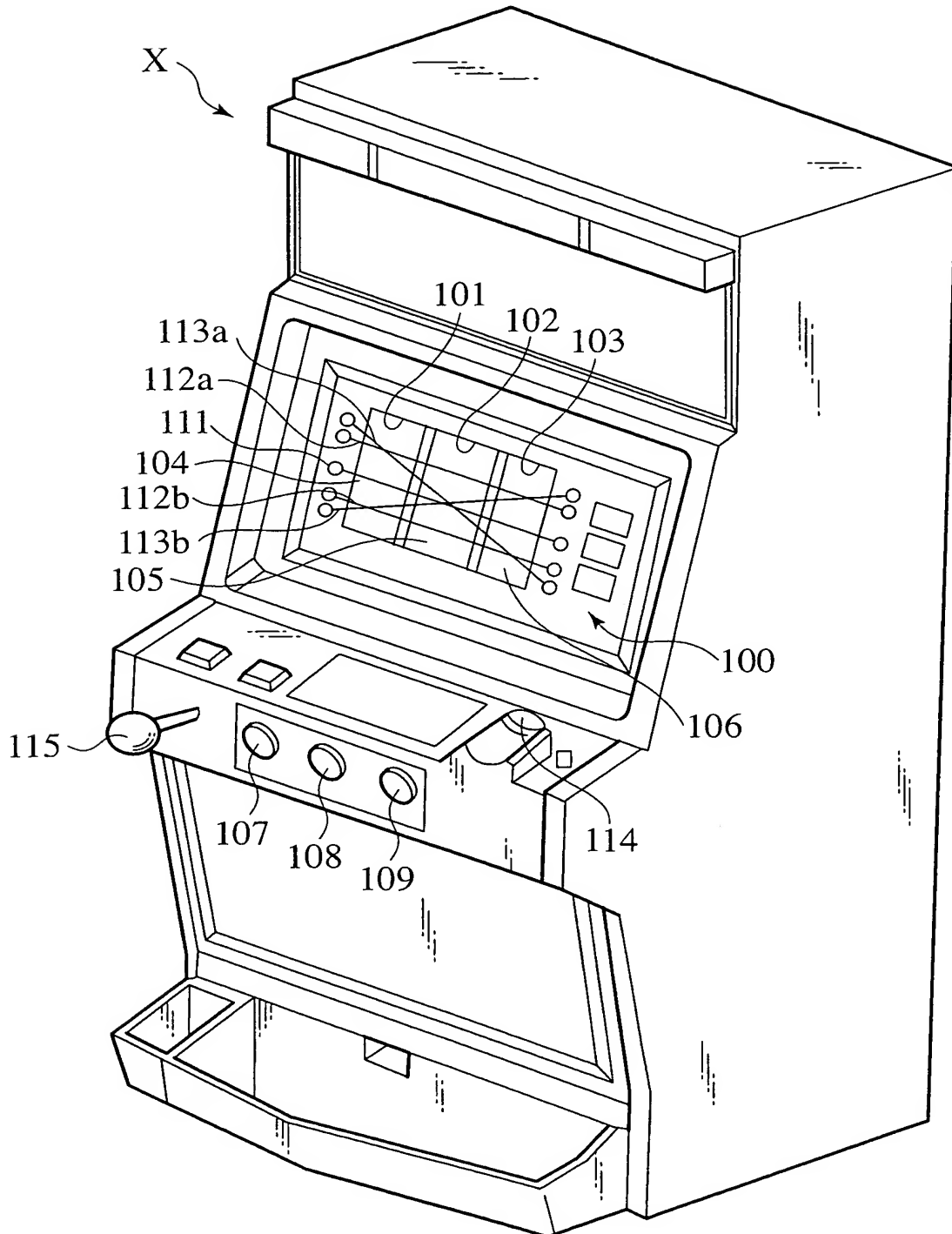


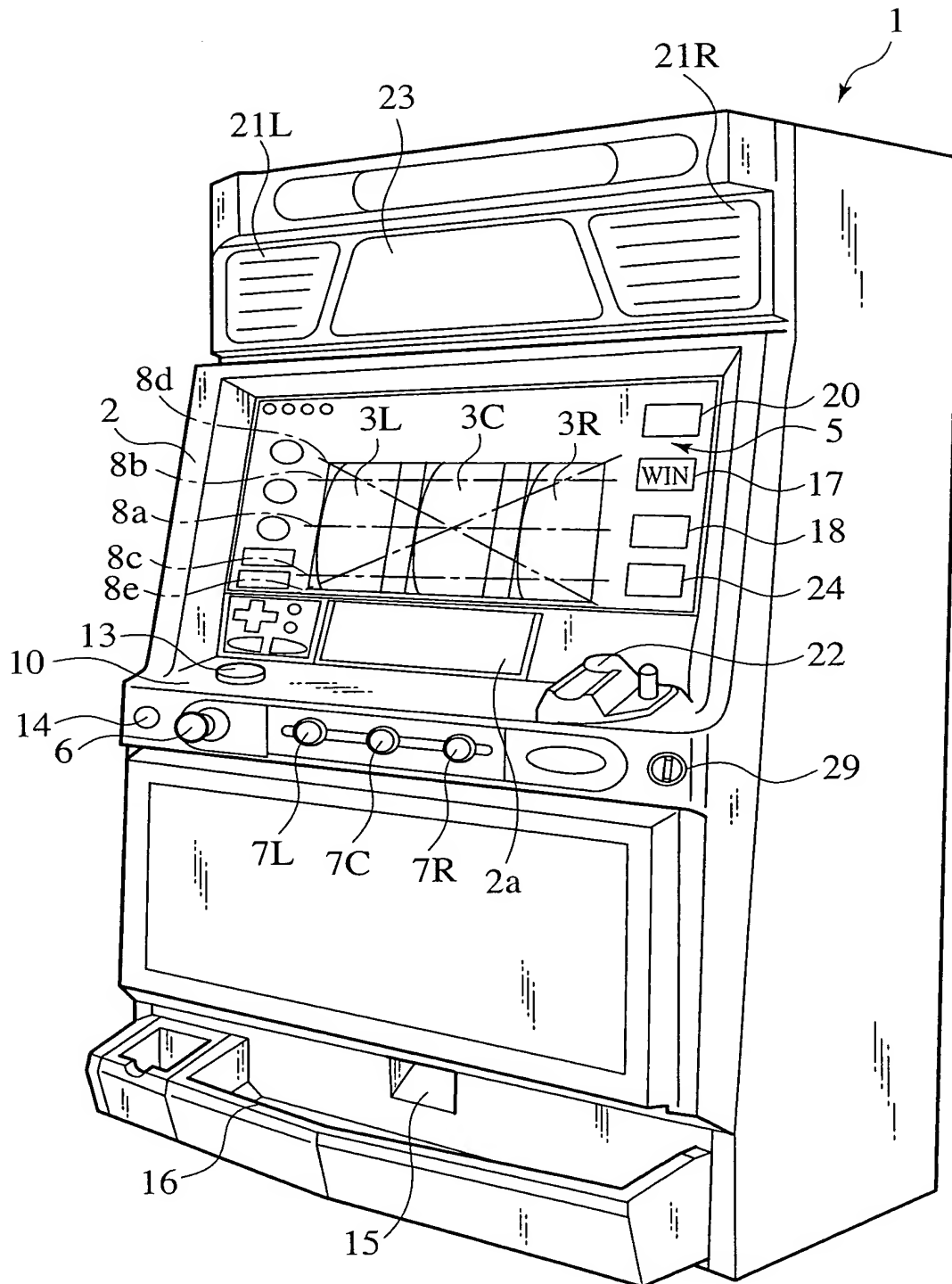
1/35

FIG. 1



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FIG.2



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FIG.3

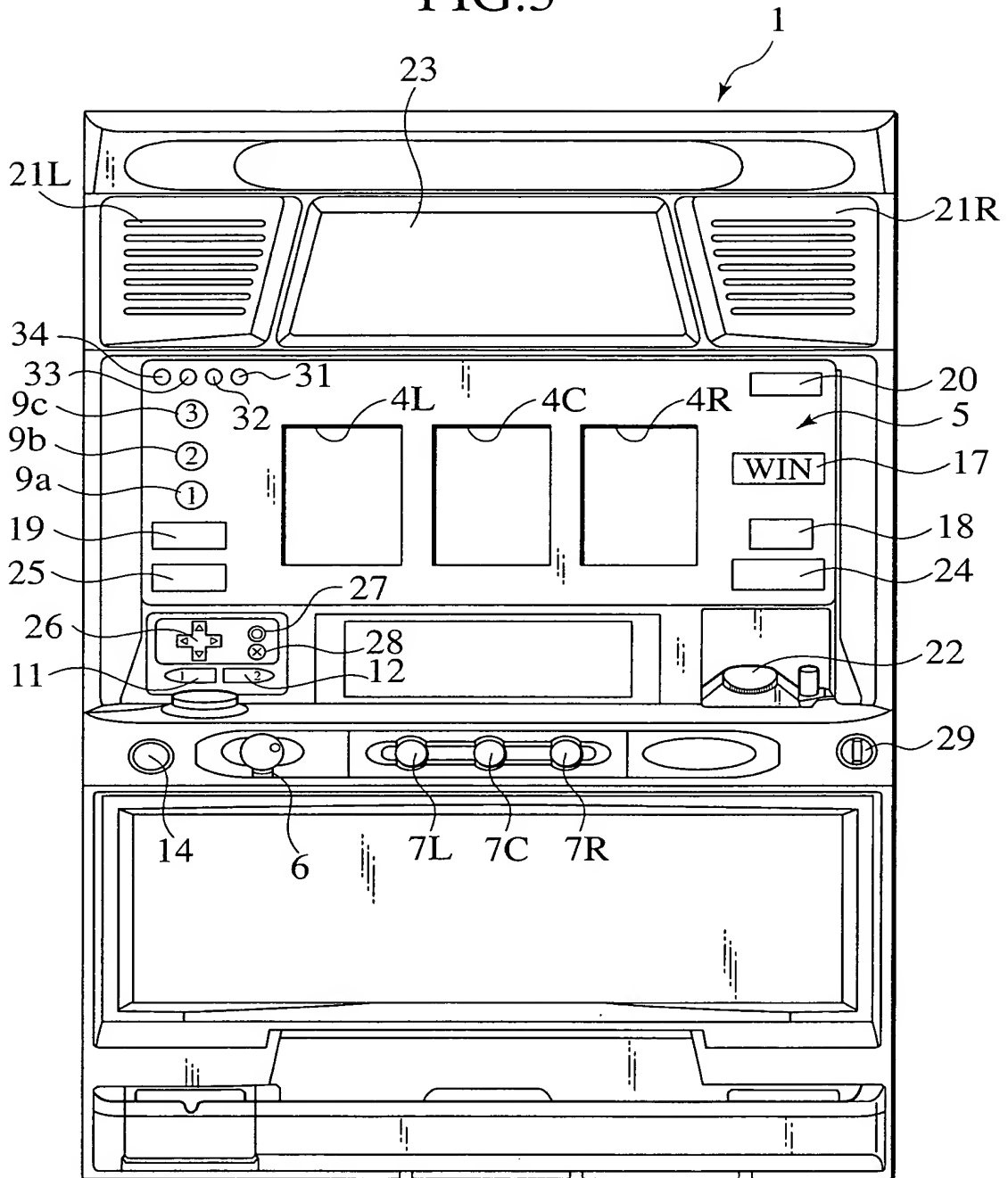


FIG. 4

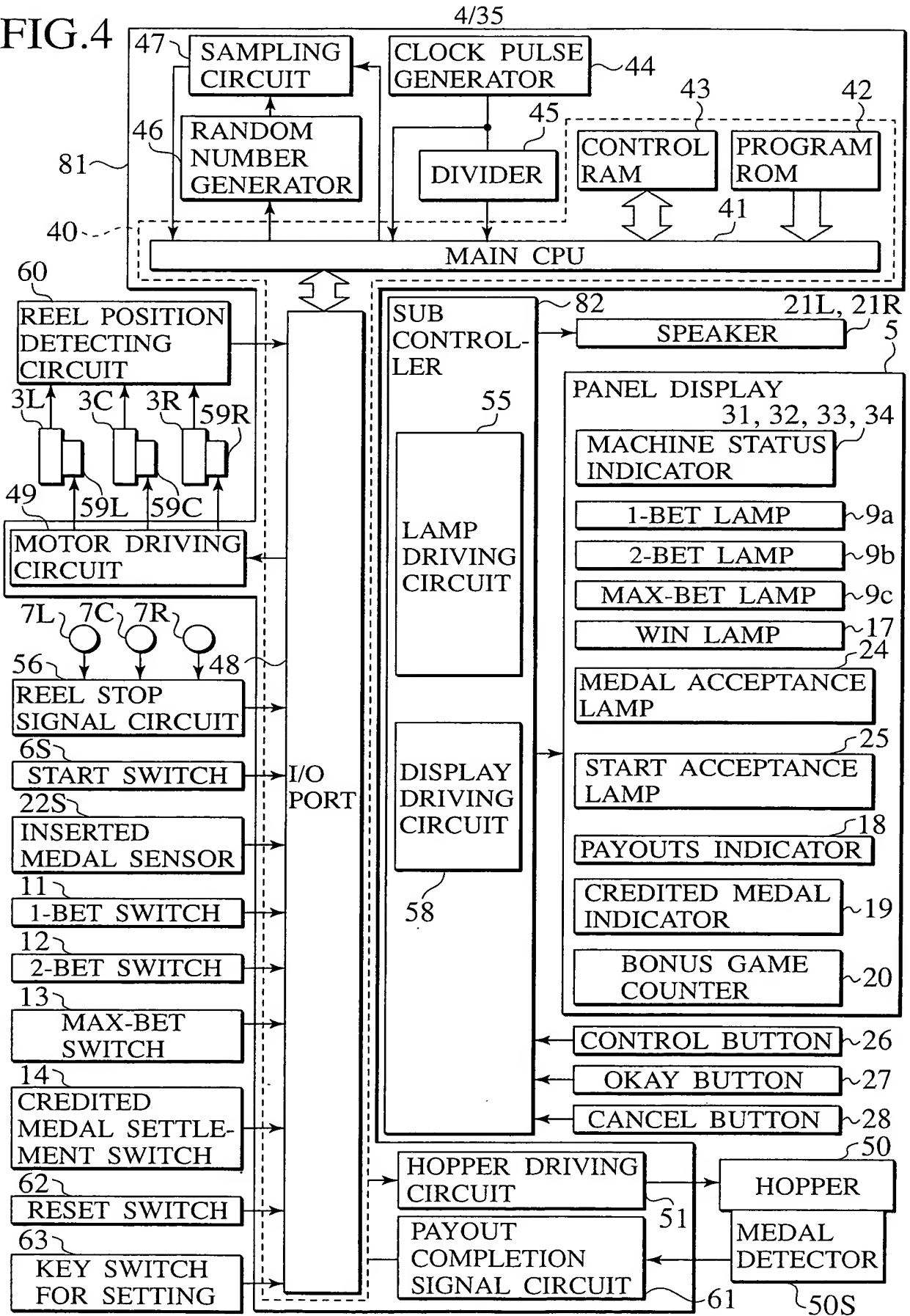
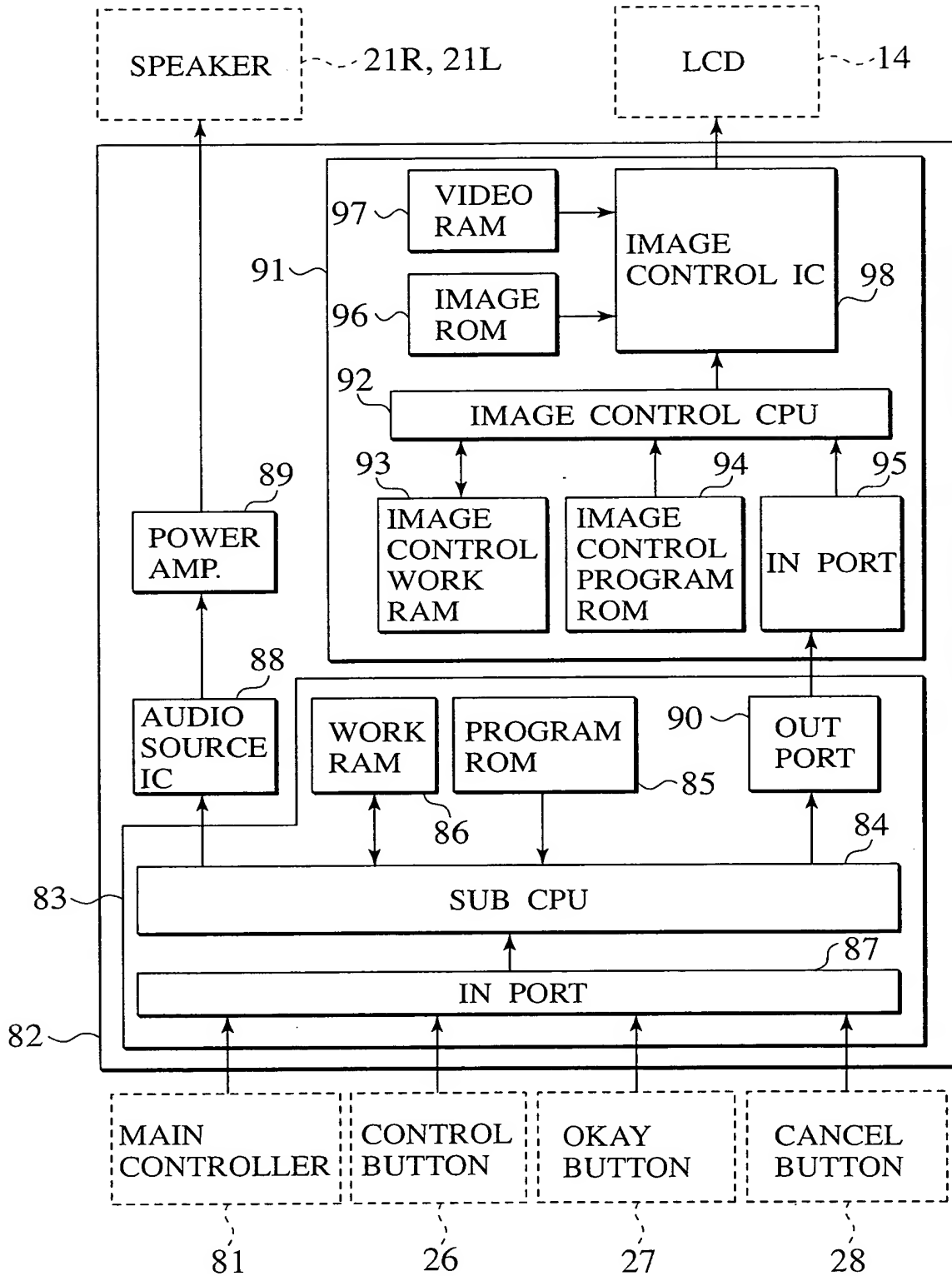


FIG.5



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FIG.6

LEFT REEL		CENTER REEL		RIGHT REEL	
00	RED 7	00	RED 7	00	RED 7
01	CHERRY	01	PLUM	01	BELL
02	BLUE 7	02	REPLAY	02	REPLAY
03	BELL	03	BELL	03	BAR
04	REPLAY	04	CHERRY	04	PLUM
05	RED 7	05	REPLAY	05	BELL
06	CHERRY	06	CHERRY	06	REPLAY
07	BLUE 7	07	BELL	07	CHERRY
08	BELL	08	BAR	08	BLUE 7
09	REPLAY	09	CHERRY	09	CHERRY
10	PLUM	10	REPLAY	10	BELL
11	BELL	11	BELL	11	REPLAY
12	REPLAY	12	BLUE 7	12	CHERRY
13	BAR	13	REPLAY	13	PLUM
14	RED 7	14	CHERRY	14	BELL
15	BELL	15	BELL	15	REPLAY
16	PLUM	16	BAR	16	CHERRY
17	REPLAY	17	PLUM	17	BLUE 7
18	PLUM	18	REPLAY	18	BELL
19	BELL	19	BELL	19	REPLAY
20	REPLAY	20	CHERRY	20	CHERRY

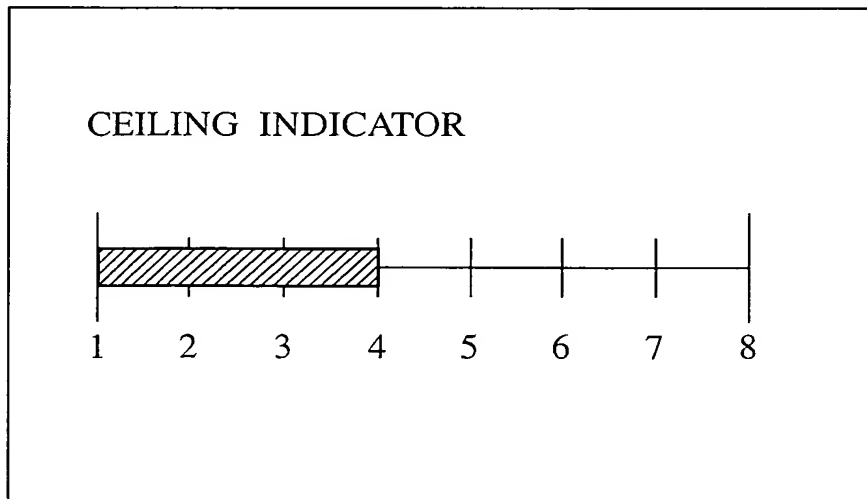
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FIG.7

PRIZES TO BE AWARDED AND THE NUMBER OF  
MEDALS TO BE PAID OUT CORRESPONDING TO  
WINNING SYMBOL COMBINATIONS

SYMBOL COMBINATION	NORMAL GAME STATE	NORMAL GAME STATE IN BB STATE	RB GAME STATE
RED 7-RED 7- RED 7	BB 15 pc.	—	—
BLUE 7-BLUE 7- BLUE 7	BB 15 pc.	—	—
BAR-BAR-BAR	RB 15 pc.	—	—
BELL-BELL-BELL	BELL PRIZE 15 pc.	BELL PRIZE 15 pc.	—
PLUM-PLUM-PLUM	PLUM PRIZE 6 pc.	PLUM PRIZE 6 pc.	—
REPLAY-REPLAY- REPLAY	REPLAY 0 pc.	RB (JAC IN) 15 pc.	15 pc.
CHERRY-ANY-ANY	CHERRY PRIZE 2 OR 4 pc.	CHERRY PRIZE 2 OR 4 pc.	—

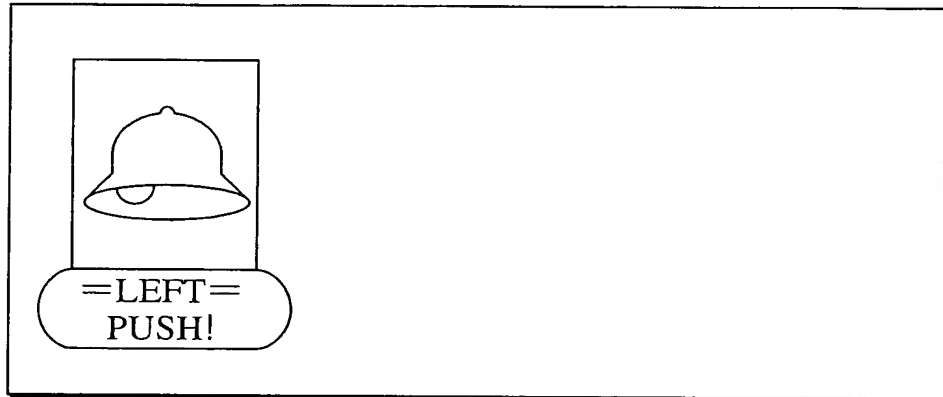
FIG.8



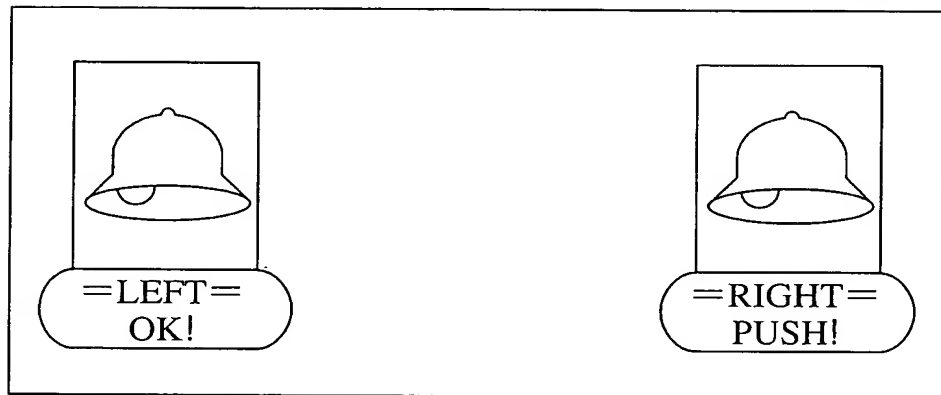
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FIG.9

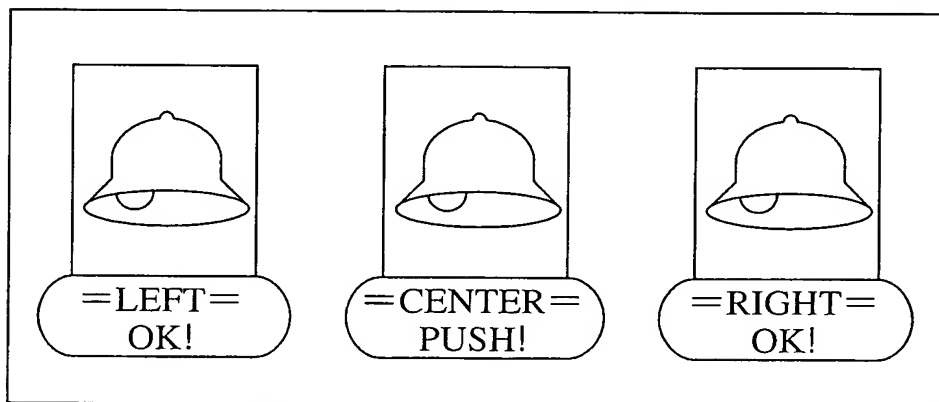
(1) PICTURE NOTIFYING TO PUSH LEFT STOP BUTTON



(2) PICTURE NOTIFYING TO PUSH RIGHT STOP BUTTON



(3) PICTURE NOTIFYING TO PUSH CENTER STOP BUTTON





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## FIG.10A

PROBABILITY SAMPLING TABLE USED  
UNDER NORMAL GAME STATE  
(RANDOM NUMBER RANGE : 0~16383)

PRIZES	RANDOM NUMBER RANGE TO BE AWARDED No. OF BET = 3	INTERNALLY WINNING PROBABILITY
BB	0~54	55/16384
RB	55~82	28/16384
REPLAY	83~2327	2245/16384
BELL PRIZE	2328~10919	8592/16384
PLUM PRIZE	10920~10973	54/16384
CHERRY PRIZE	10974~11036	63/16384

## FIG.10B

PROBABILITY SAMPLING TABLE USED UNDER  
NORMAL GAME STATE IN BB STATE  
(RANDOM NUMBER RANGE : 0~16383)

PRIZES	RANDOM NUMBER RANGE TO BE AWARDED No. OF BET = 3	INTERNALLY WINNING PROBABILITY
BB	— ~ —	0/16384
RB	— ~ —	0/16384
REPLAY (RB IN BB)	0~4199	4200/16384
BELL PRIZE	4200~14499	10300/16384
PLUM PRIZE	14500~16319	1820/16384
CHERRY PRIZE	— ~ —	0/16384

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## FIG.11

### STOPPING CONTROL TABLE NUMBER SELECTION TABLE

(RANDOM NUMBER RANGE : 0~255)

TABLE No.	RANDOM NUMBER RANGE TO BE AWARDED No. BET = 3	SELECTION PROBABILITY
No.1	0~42	43/256
No.2	43~85	43/256
No.3	86~128	43/256
No.4	129~171	43/256
No.5	172~213	42/256
No.6	214~255	42/256

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## FIG.12

RELATIONSHIP BETWEEN ORDER OF  
OPERATION AND WINNING OF BELL PRIZE

		TABLE No.					
		1	2	3	4	5	6
ORDER OF REEL STOPS	L-C-R	W	L	L	L	L	L
	L-R-C	L	W	L	L	L	L
	C-L-R	L	L	W	L	L	L
	C-R-L	L	L	L	W	L	L
	R-L-C	L	L	L	L	W	L
	R-C-L	L	L	L	L	L	W

W : WIN (TO BE AWARDED)  
L : LOSE (NOT TO BE AWARDED)

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FIG.13  
STOPPING CONTROL TABLE (PRIZE TO BE AWARDED)  
[INTERNALLY WINNING PRIZE : BELL PRIZE]

LEFT REEL		CENTER REEL		RIGHT REEL	
POSITION WHEN STOP BUTTON IS PUSHED	CONTROLLED STOP POSITION	POSITION WHEN STOP BUTTON IS PUSHED	CONTROLLED STOP POSITION	POSITION WHEN STOP BUTTON IS PUSHED	CONTROLLED STOP POSITION
00	19	00	19	00	18
01	19	01	19	01	01
02	19	02	19	02	01
03	03	03	03	03	01
04	03	04	03	04	01
05	03	05	03	05	05
06	03	06	03	06	05
07	03	07	07	07	05
08	08	08	07	08	05
09	08	09	07	09	05
10	08	10	07	10	10
11	11	11	11	11	10
12	11	12	11	12	10
13	11	13	11	13	10
14	11	14	11	14	14
15	15	15	15	15	14
16	15	16	15	16	14
17	15	17	15	17	14
18	15	18	15	18	18
19	19	19	19	19	18
20	19	20	19	20	18

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**FIG.14** STOPPING CONTROL TABLE (PRIZE MISSED / FOR REGULAR-ORDER PUSHING AND CENTER-START PUSHING) [INTERNALLY WINNING PRIZE : BELL PRIZE]

LEFT REEL		CENTER REEL		RIGHT REEL	
POSITION WHEN STOP BUTTON IS PUSHED	CONTROLLED STOP POSITION	POSITION WHEN STOP BUTTON IS PUSHED	CONTROLLED STOP POSITION	POSITION WHEN STOP BUTTON IS PUSHED	CONTROLLED STOP POSITION
00	19	00	19	00	19
01	19	01	19	01	19
02	19	02	19	02	02
03	03	03	03	03	02
04	03	04	03	04	02
05	03	05	03	05	02
06	03	06	03	06	06
07	03	07	07	07	06
08	08	08	07	08	06
09	08	09	07	09	06
10	08	10	07	10	06
11	11	11	11	11	11
12	11	12	11	12	11
13	11	13	11	13	11
14	11	14	11	14	11
15	15	15	15	15	15
16	15	16	15	16	15
17	15	17	15	17	15
18	15	18	15	18	15
19	19	19	19	19	19
20	19	20	19	20	19

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**FIG.15** STOPPING CONTROL TABLE (PRIZE MISSED / FOR REVERSE ORDER PUSHING)  
[INTERNALLY WINNING PRIZE : BELL PRIZE]

LEFT REEL			CENTER REEL		RIGHT REEL	
POSITION WHEN STOP BUTTON IS PUSHED	CONTROLLED STOP POSITION	POSITION WHEN STOP BUTTON IS PUSHED	CONTROLLED STOP POSITION	POSITION WHEN STOP BUTTON IS PUSHED	CONTROLLED STOP POSITION	CONTROLLED STOP POSITION
00	20	00	19	00	18	18
01	20	01	19	01	01	01
02	20	02	19	02	01	01
03	20	03	03	03	01	01
04	04	04	03	04	01	01
05	04	05	03	05	05	05
06	04	06	03	06	05	05
07	04	07	07	07	05	05
08	04	08	07	08	05	05
09	09	09	07	09	05	05
10	09	10	07	10	10	10
11	09	11	11	11	10	10
12	12	12	11	12	10	10
13	12	13	11	13	10	10
14	12	14	11	14	14	14
15	12	15	15	15	14	14
16	12	16	15	16	14	14
17	17	17	15	17	14	14
18	17	18	15	18	18	18
19	17	19	19	19	18	18
20	20	20	19	20	18	18

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## FIG.16A

TABLE FOR CEILING-AT  
QUANTITY SELECTION

QTY.	VALUE
1	2356
2	1512
5	196
10	28
30	4

## FIG.16B

TABLE FOR CEILING-AT  
IMPLEMENTATION SAMPLING

	VALUE
IMPLEMENT	32
STOCK	224

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## FIG.17A

TABLE FOR CEILING  
START-VALUE SELECTION

PIECES	SAMPLED VALUE
1200	64
1500	128
1800	64

## FIG.17B

TABLE FOR TRANSITION TO CEILING

		1200 pc.	1500 pc.	1800 pc.
LEVEL OF CEILING	LEVEL 1	150	188	225
	LEVEL 2	300	375	450
	LEVEL 3	450	563	675
	LEVEL 4	600	750	900
	LEVEL 5	750	938	1125
	LEVEL 6	900	1125	1350
	LEVEL 7	1050	1313	1575
	LEVEL 8	1200	1500	1800



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FIG.18

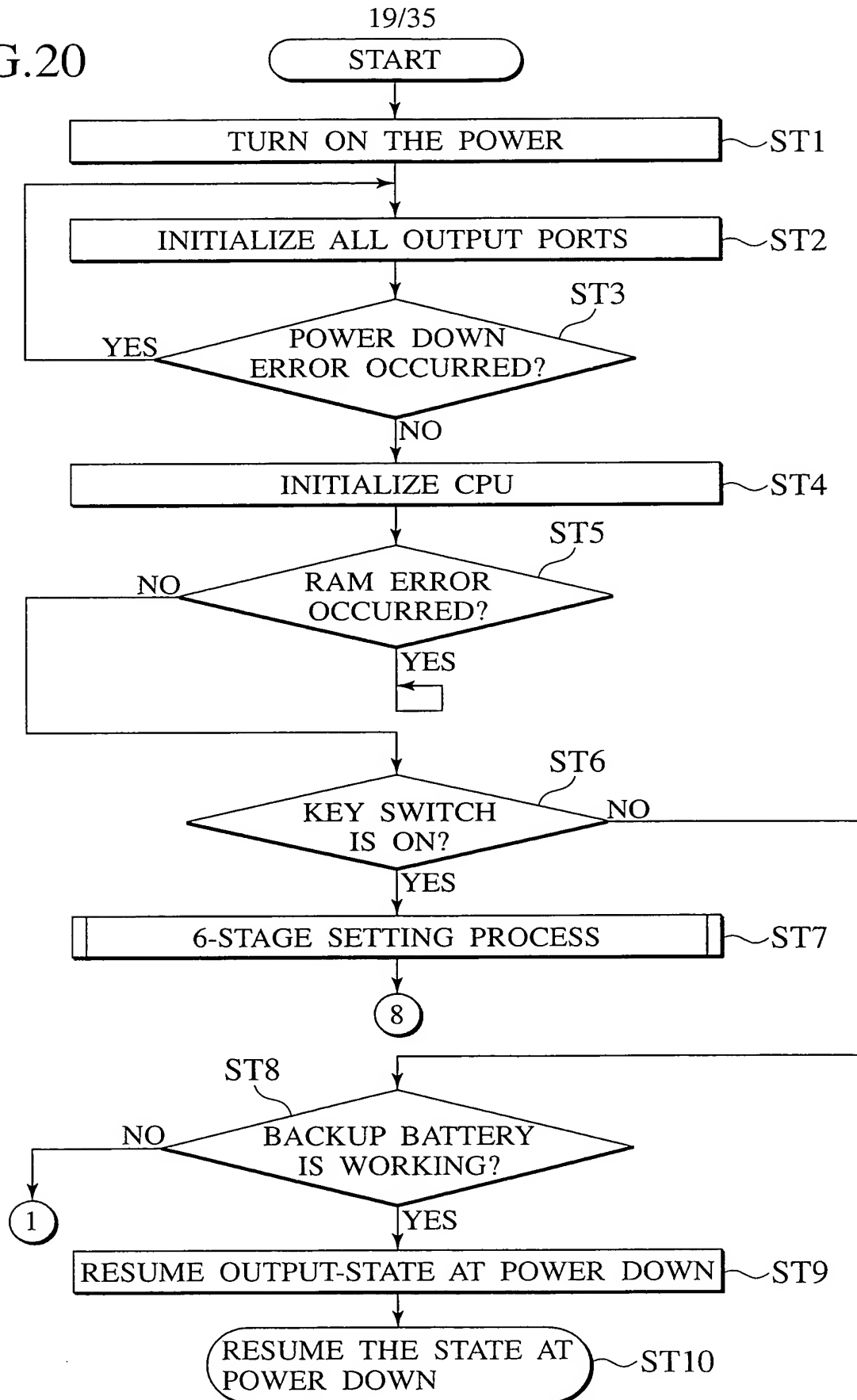
START COMMANDS		BB COMPLETION COMMANDS	
1	INTERNALLY WINNING PRIZE	1	STATE AT BB COMPLETION
2	BB	2	GAME RE-STARTABLE
	RB		SETTLEMENT
	REPLAY		FORCED GAME-OVER
	BELL		—
	PLUM		—
	CHERRY		—
	MISSED		—
	—		—
3	GAME STATE		
4	NORMAL GAME STATE		
	BB INTERNALLY AWARDED		
	RB INTERNALLY AWARDED		
	BB IN PROGRESS		
	RB IN PROGRESS		
	—		
	—		
	—		
5	STOPPING CONTROL TABLE		
6	TABLE No. 1		
	TABLE No. 2		
	TABLE No. 3		
	TABLE No. 4		
	TABLE No. 5		
	TABLE No. 6		
	—		
	—		

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FIG.19

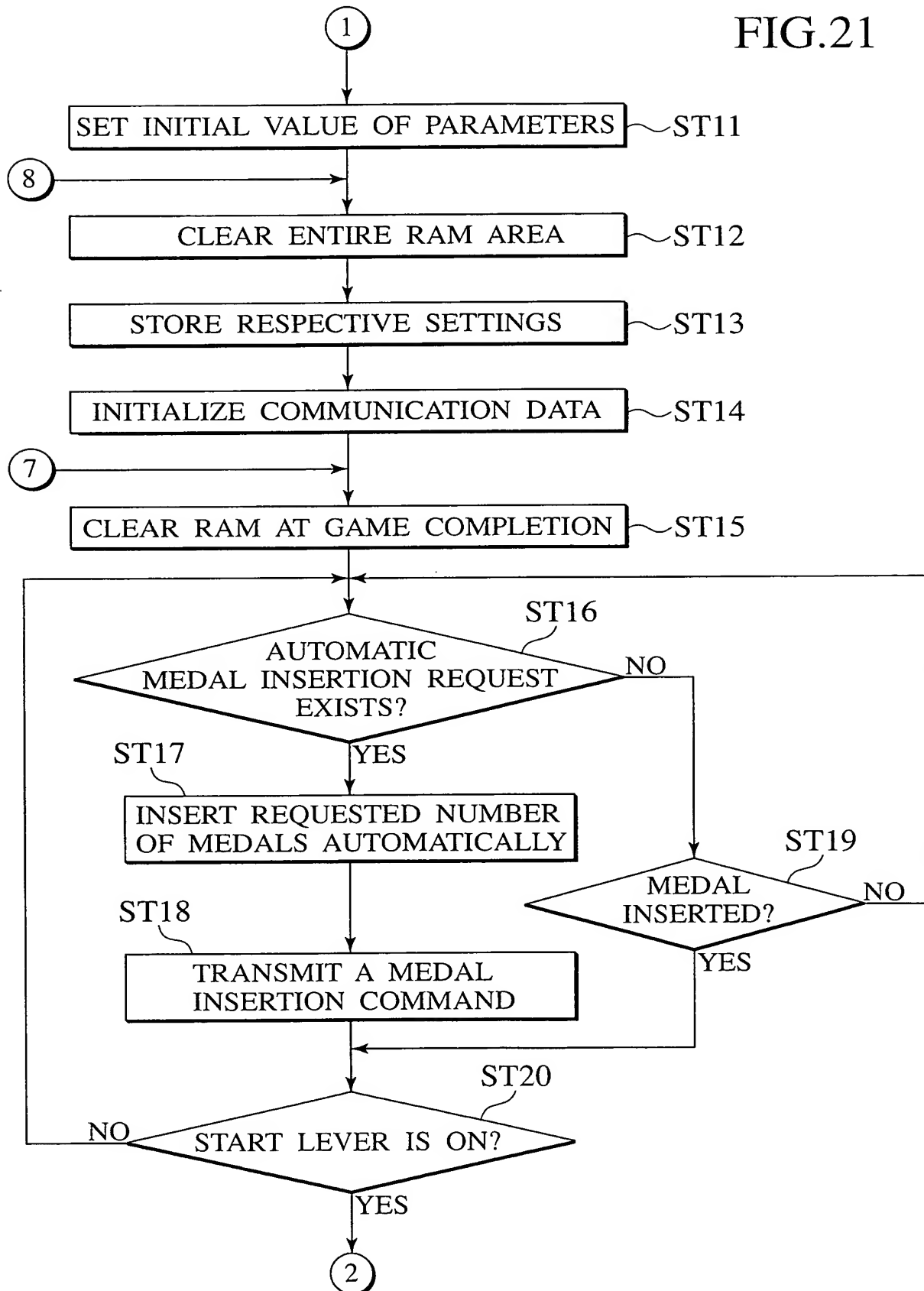
WINNING COMMANDS		MEDAL INSERTION COMMANDS	
1	PRIZE	1	No. OF INSERTED MEDALS
2	BB	2	1 pc.
	RB		2 pc.
	REPLAY		3 pc.
	BELL		—
	PLUM		—
	CHERRY		—
	MISSED		—
	—		—
3	GAME STATE		
4	NORMAL GAME STATE		
	BB INTERNALLY AWARDED		
	RB INTERNALLY AWARDED		
	BB IN PROGRESS		
	RB IN PROGRESS		
	—		
	—		
	—		
5	WINNING LINE		
6	CENTER		
	UPPER		
	LOWER		
	UPWARD SLANT TO RIGHT		
	DOWNWARD SLANT TO RIGHT		
	—		
	—		
	—		

FIG.20



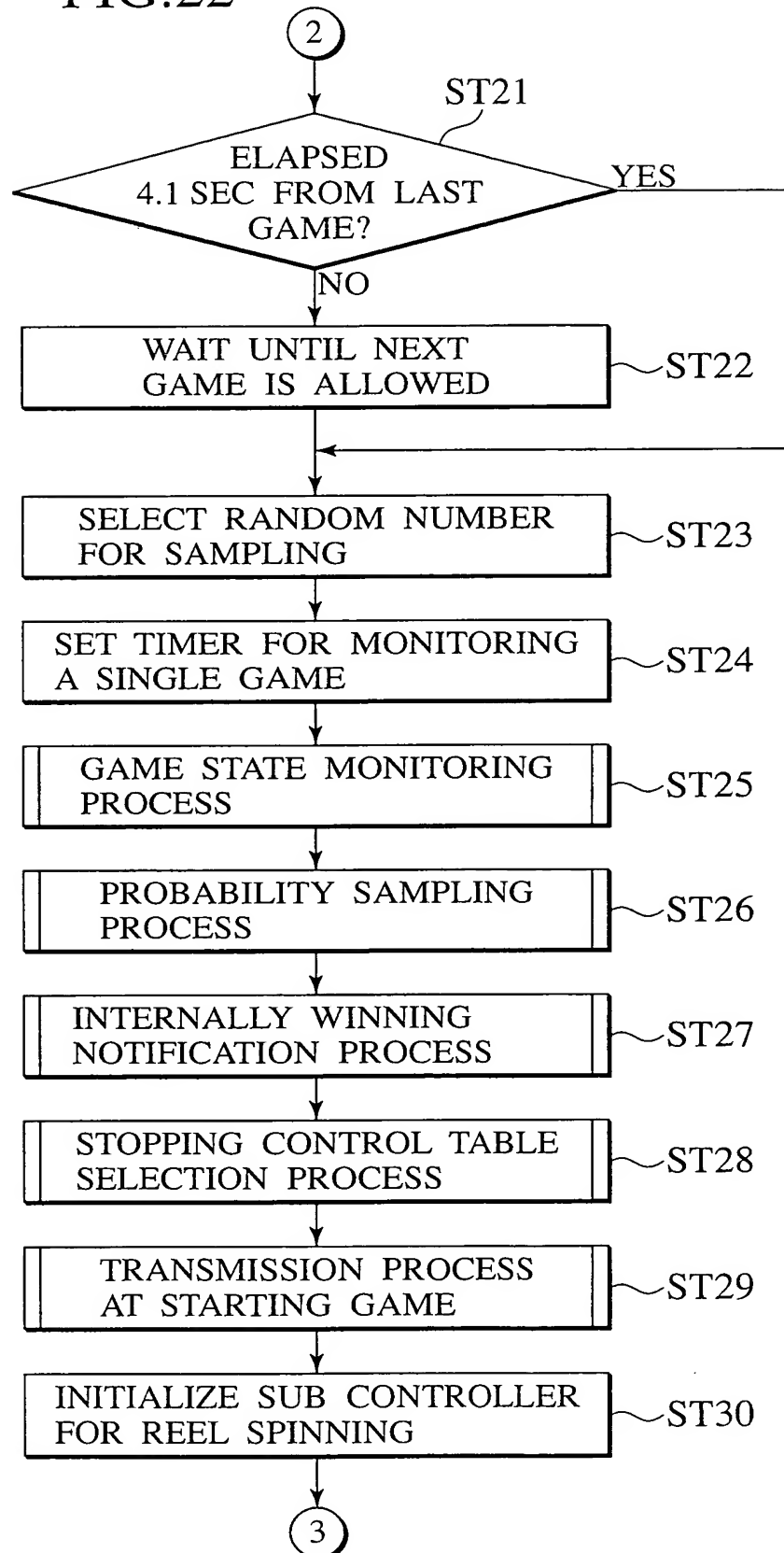
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FIG.21



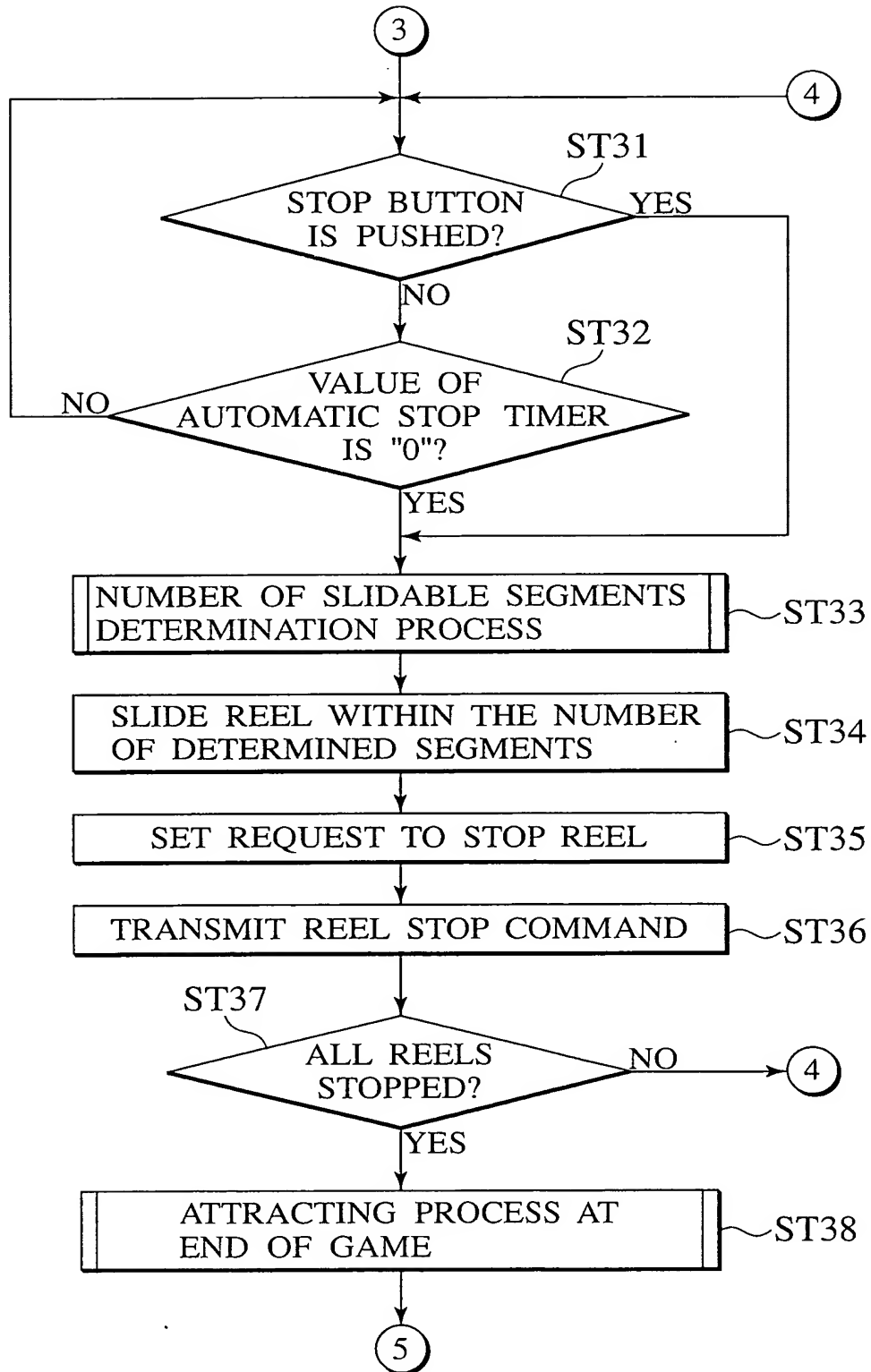
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FIG.22



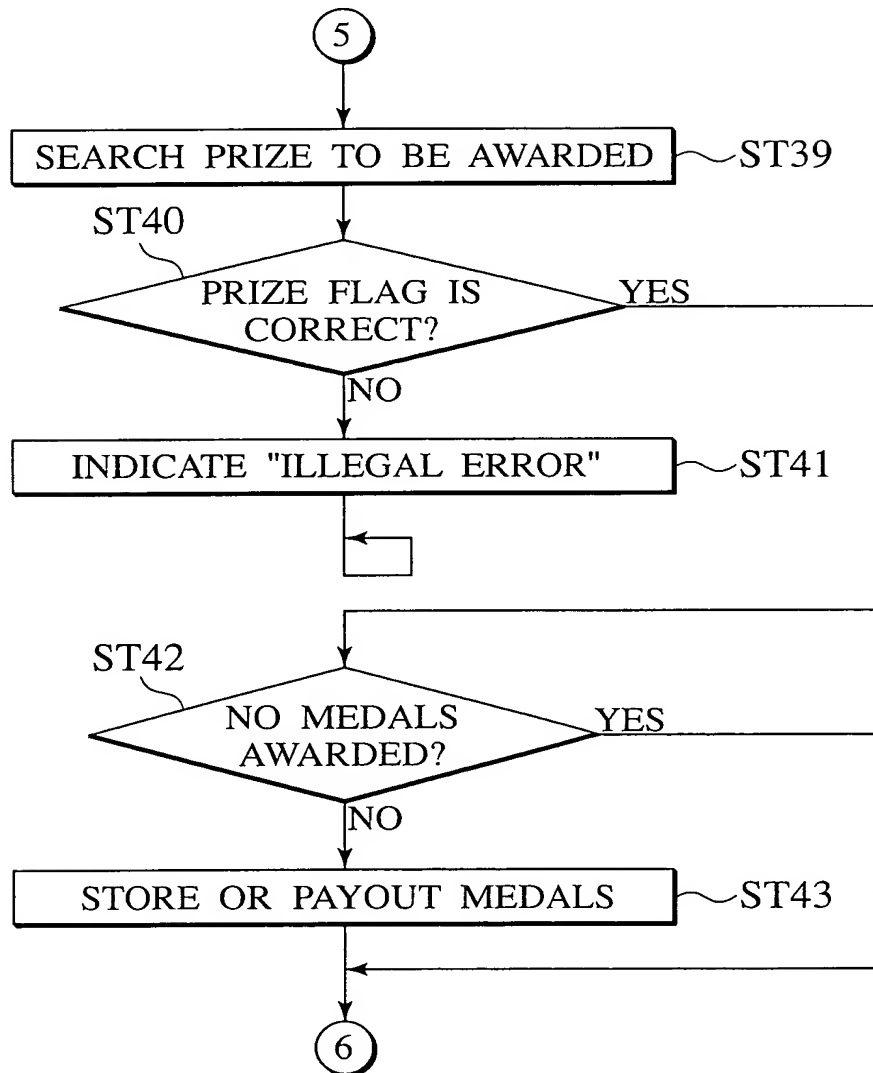
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FIG.23



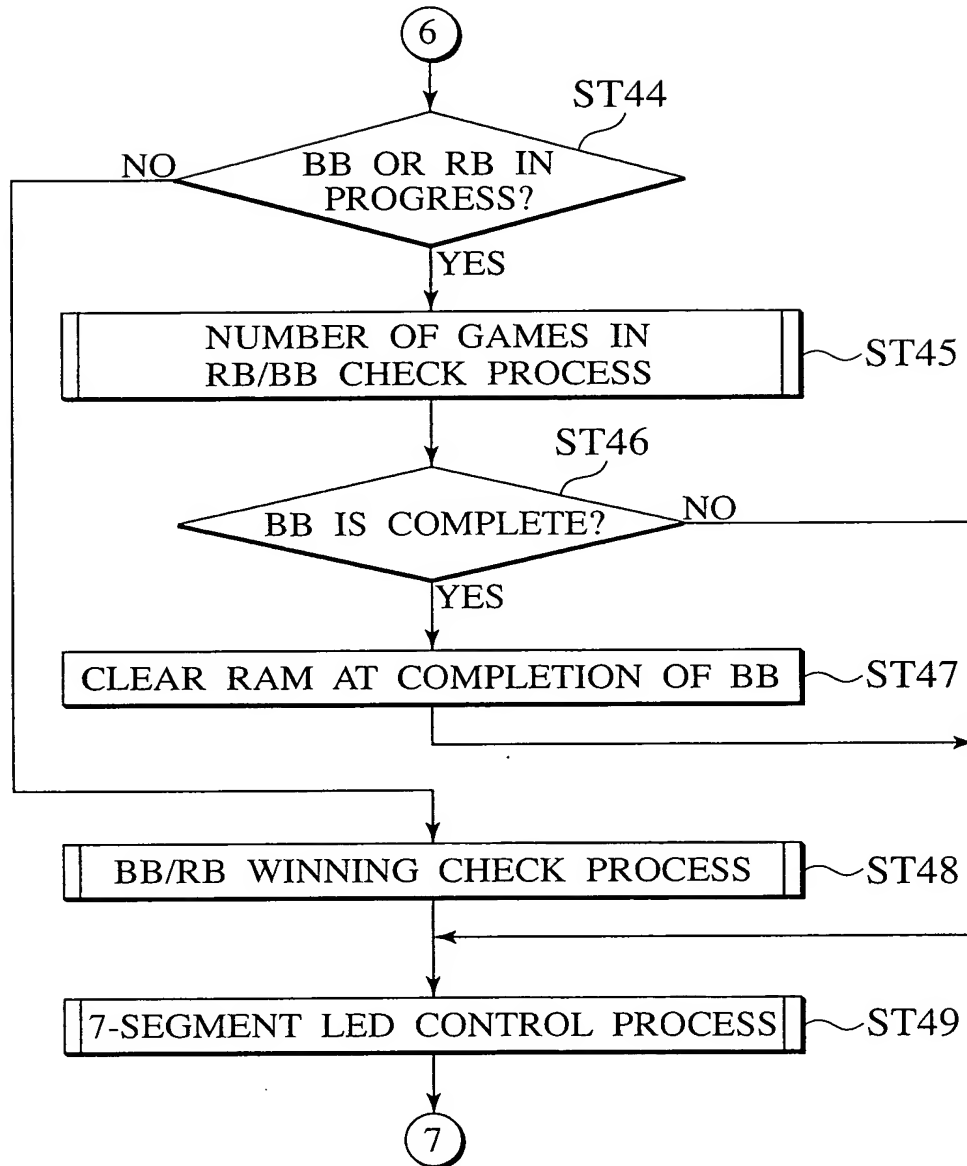
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FIG.24



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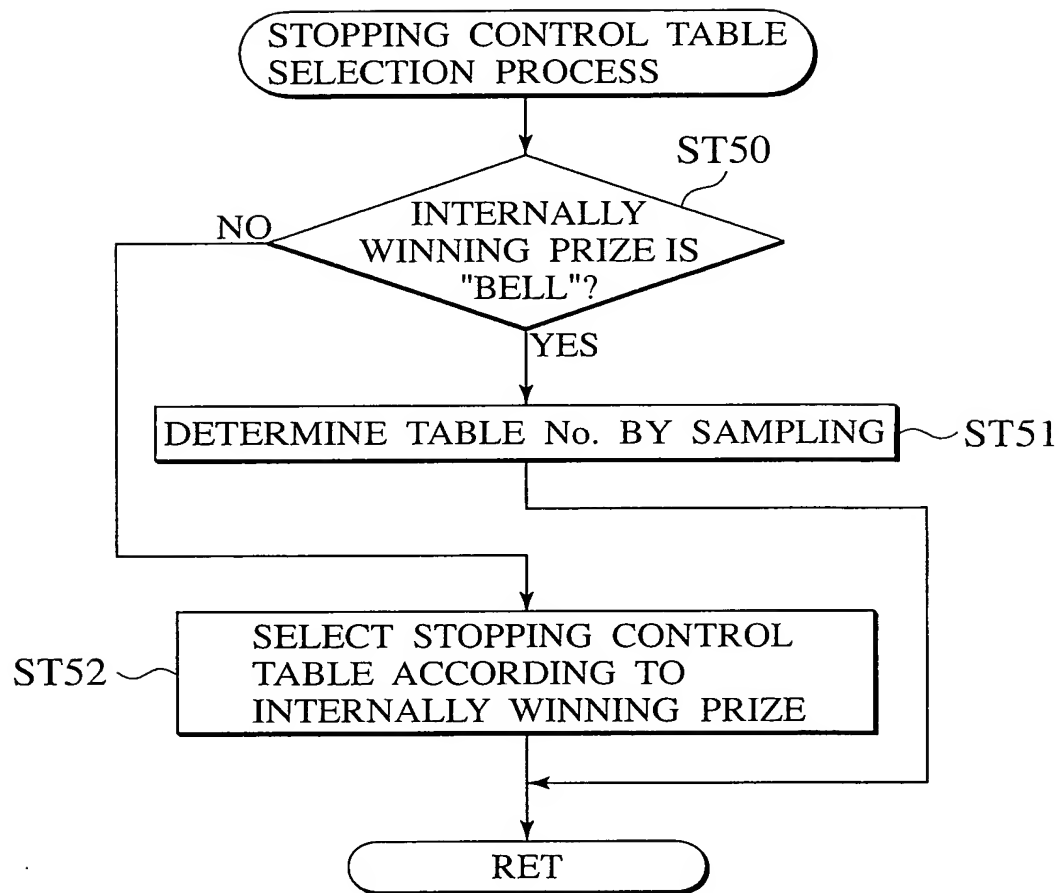
FIG.25





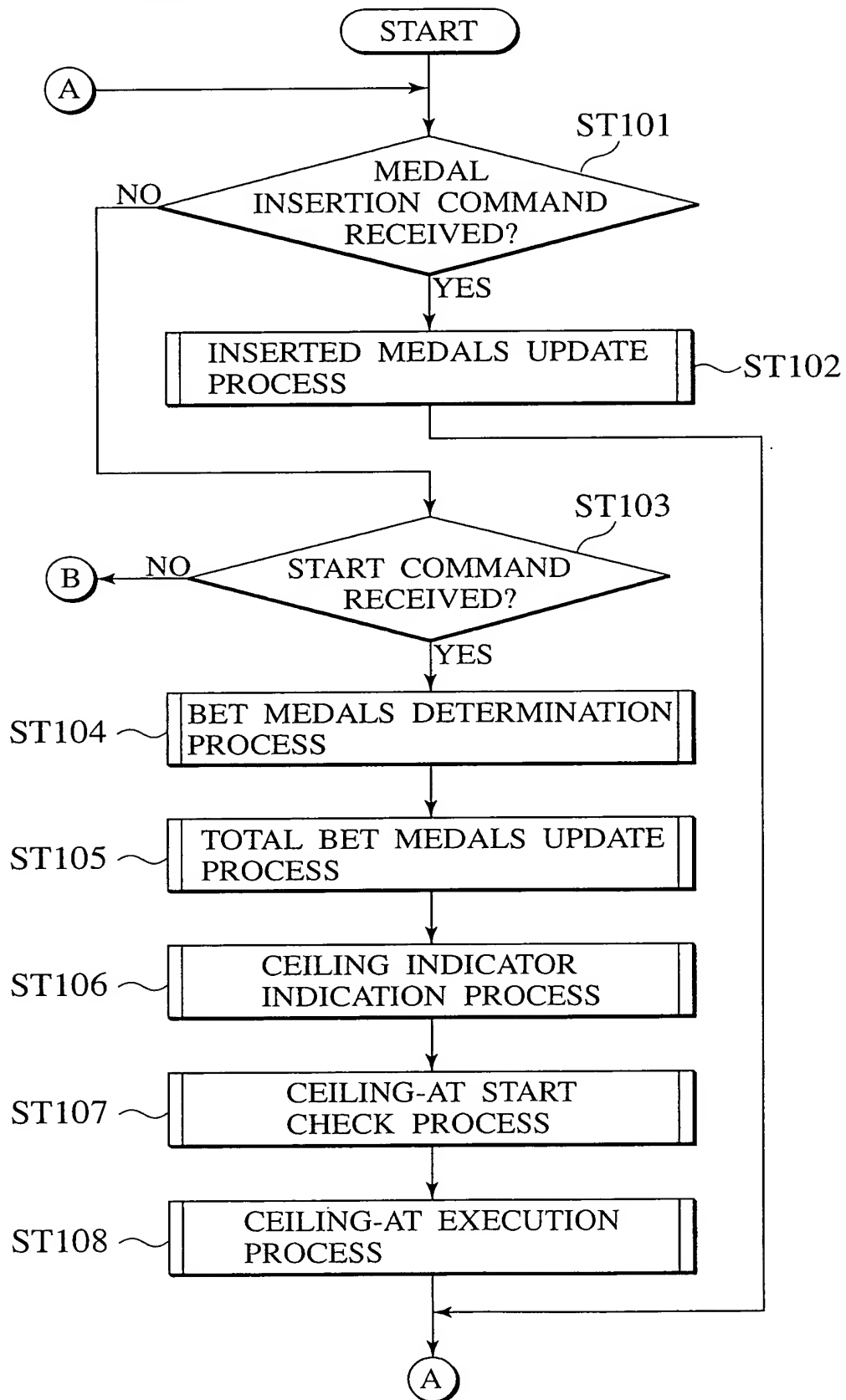
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FIG.26



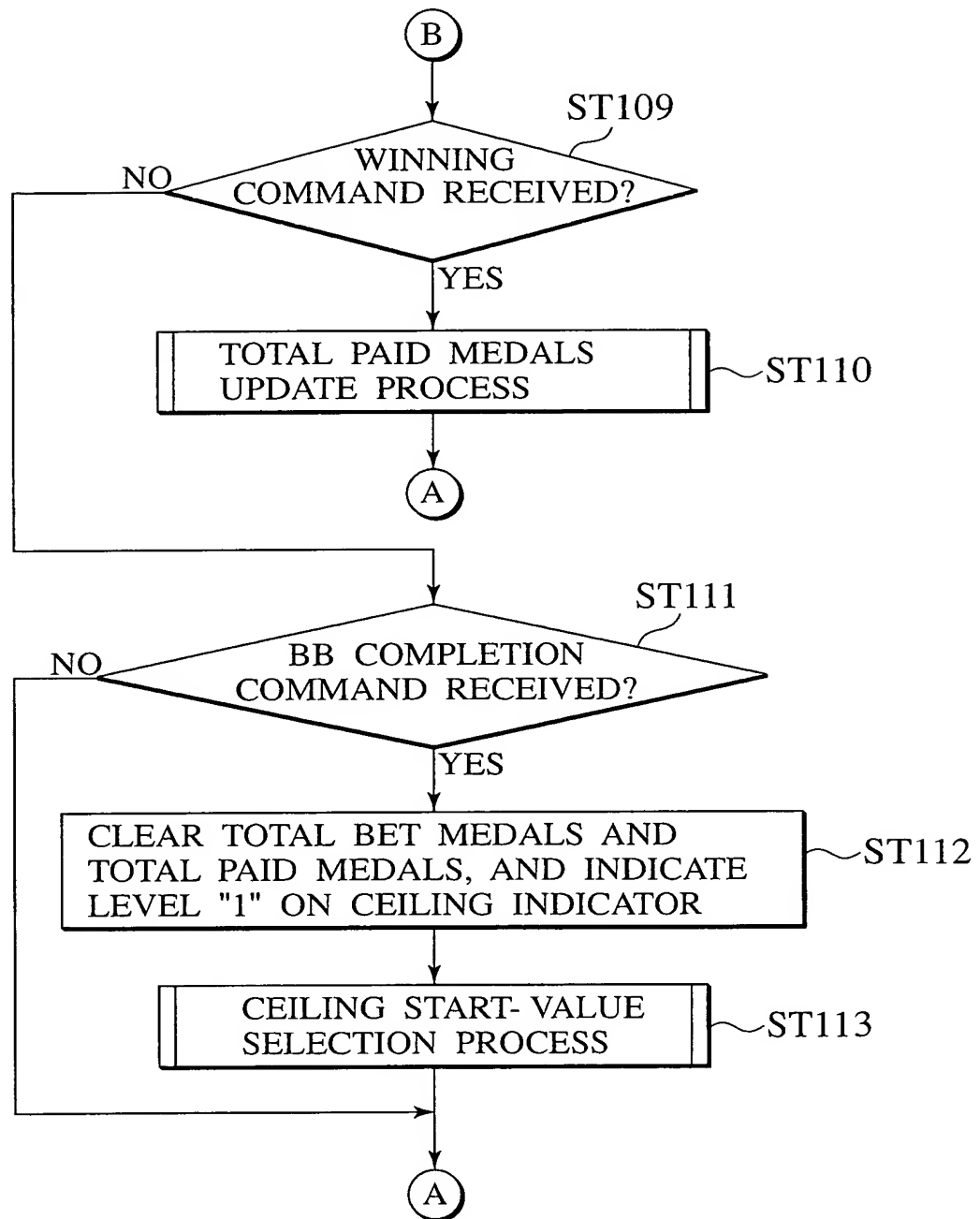
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FIG.27



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FIG.28



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FIG.29A

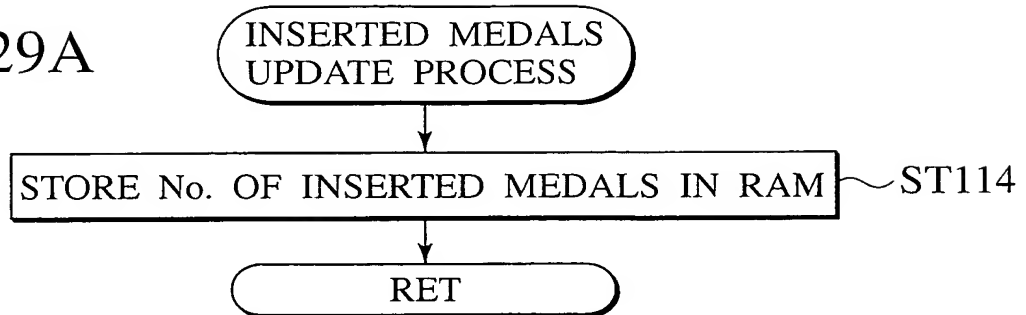


FIG.29B

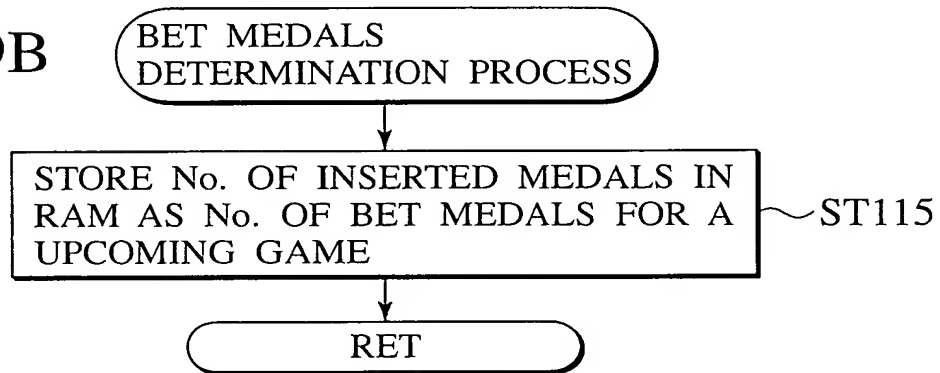


FIG.29C

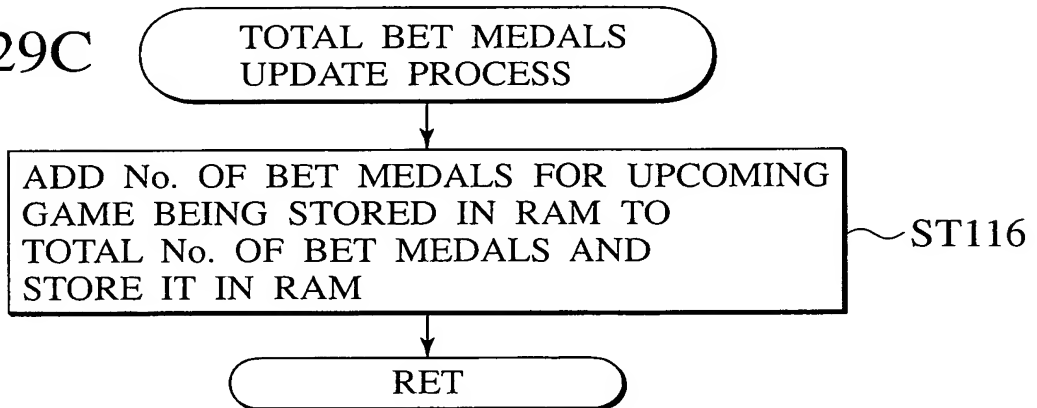
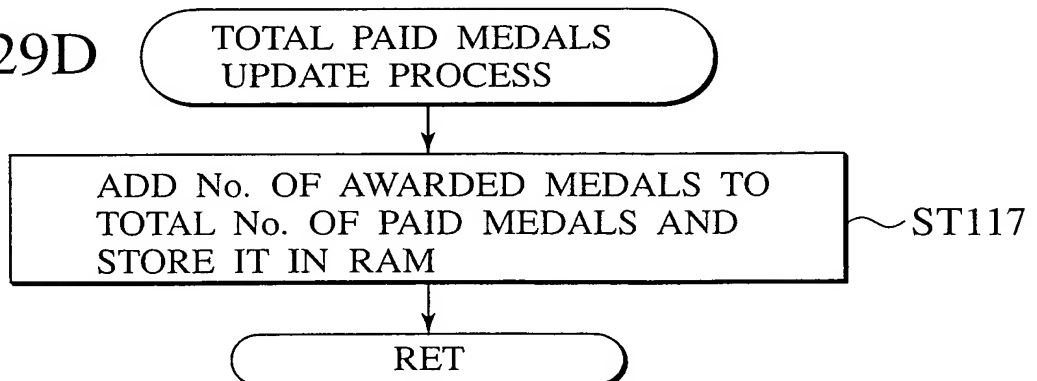
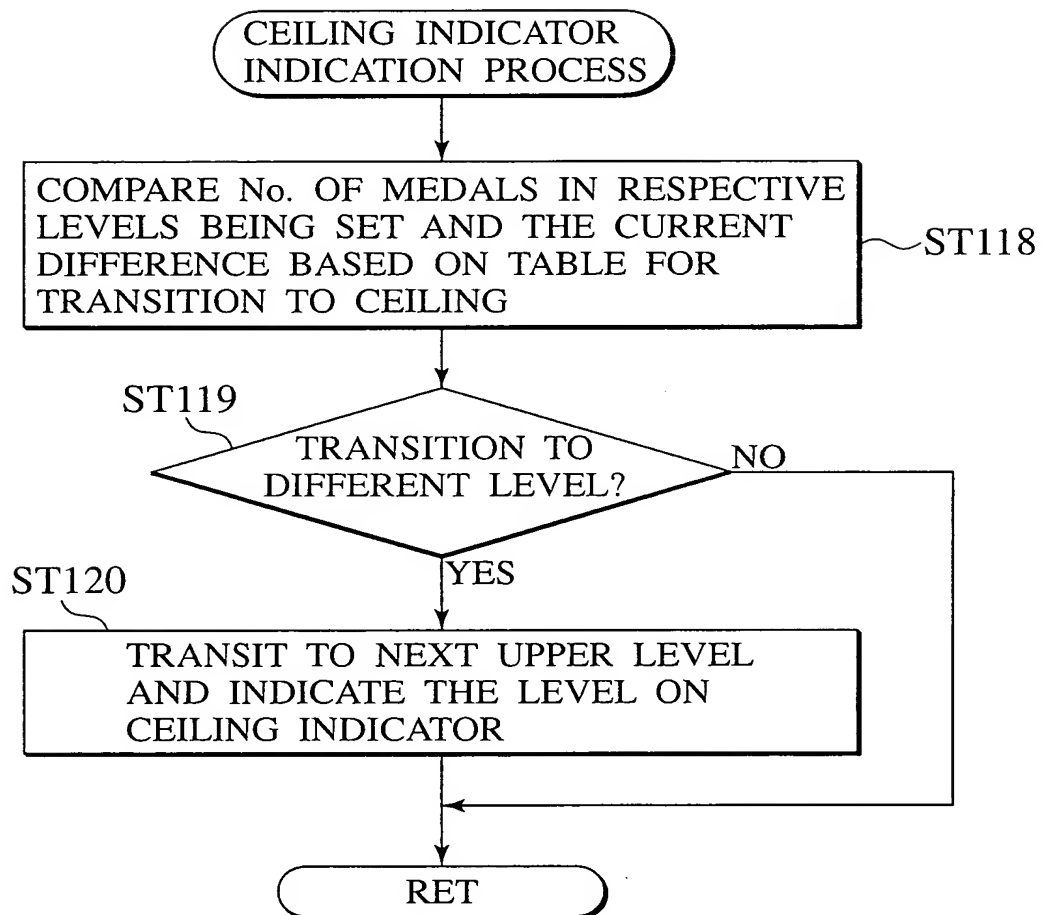


FIG.29D



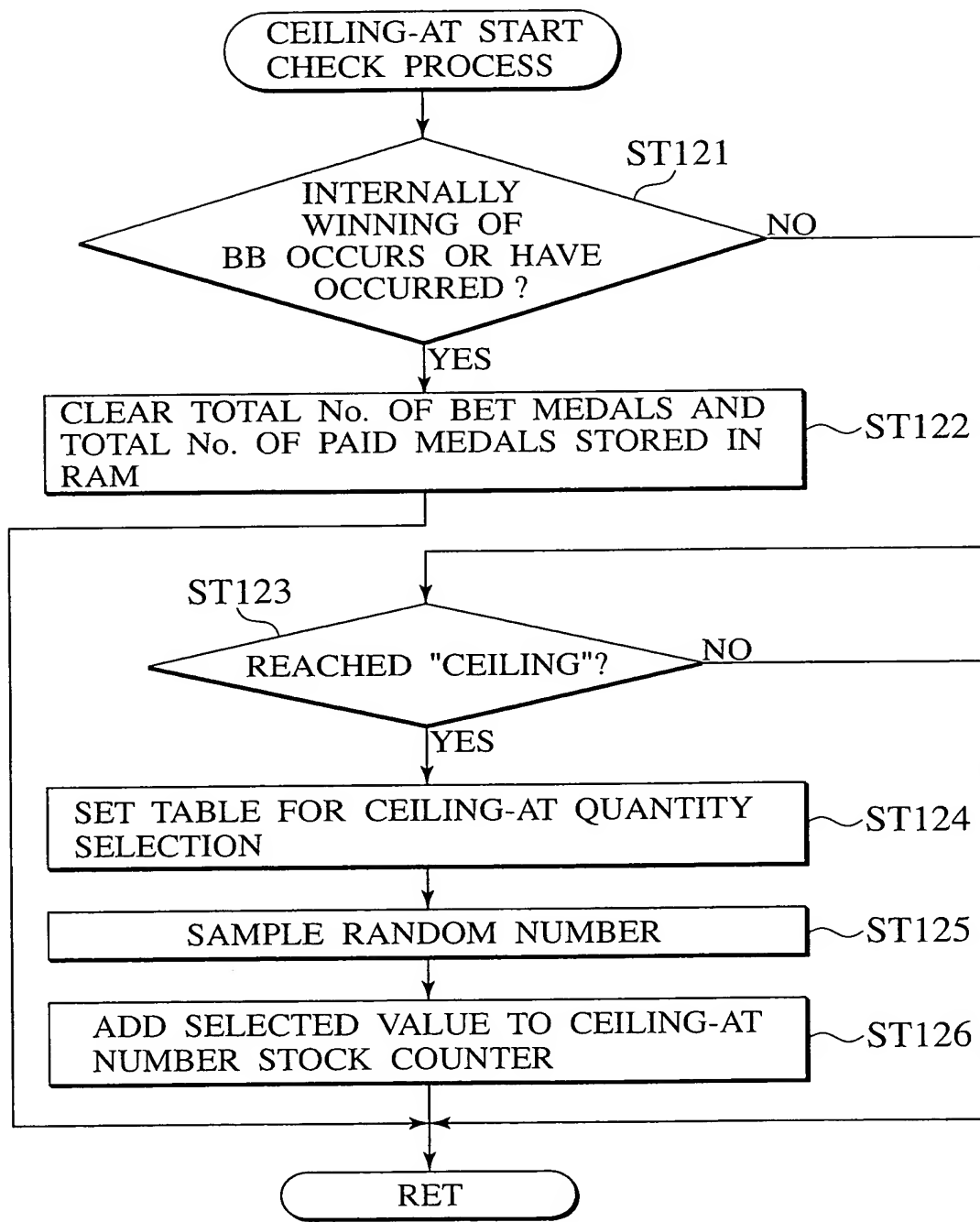
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FIG.30



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FIG.31



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FIG.32

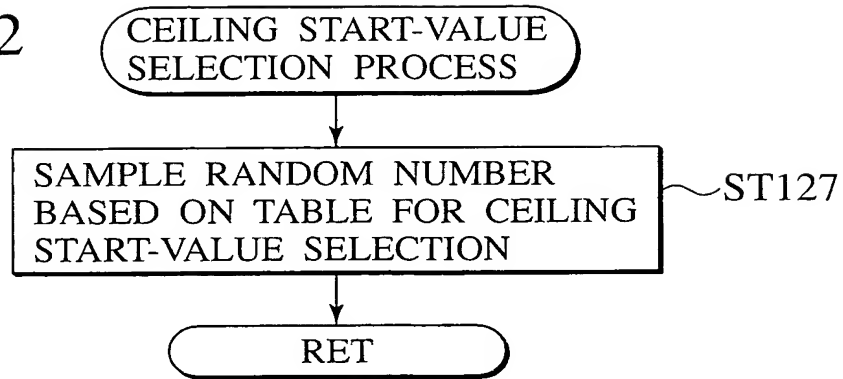
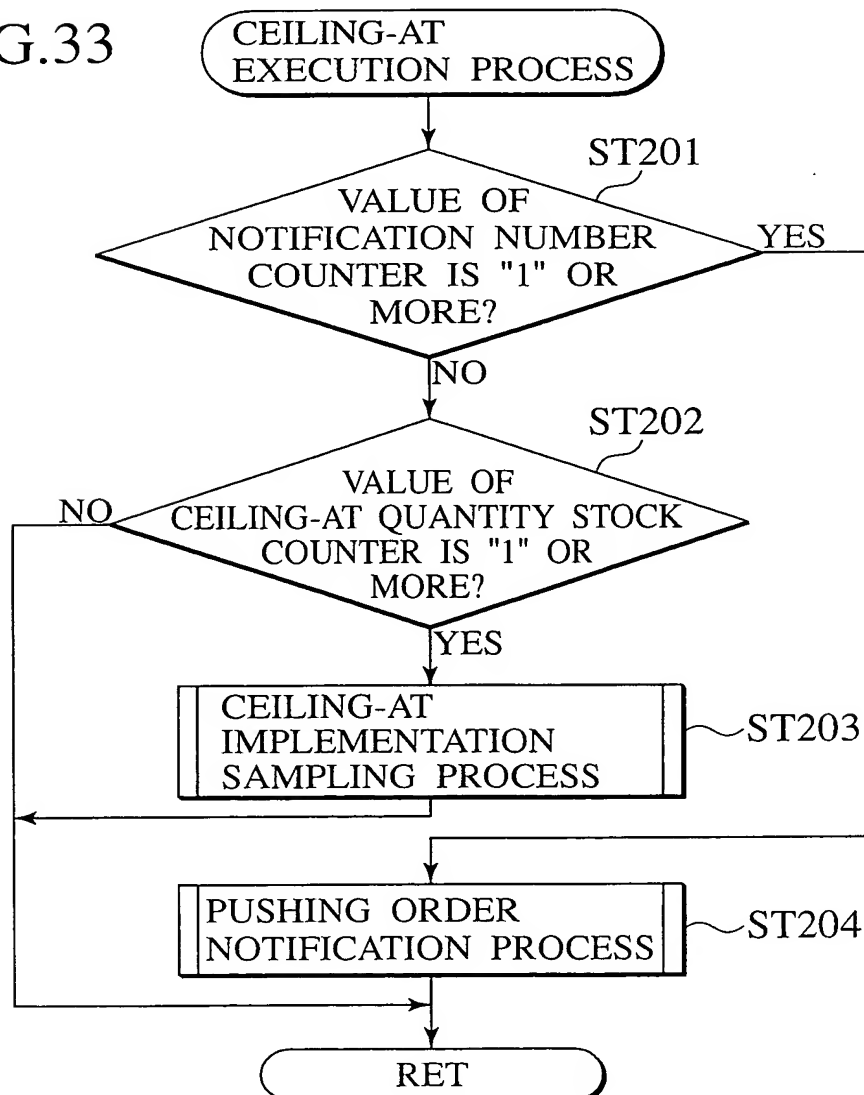
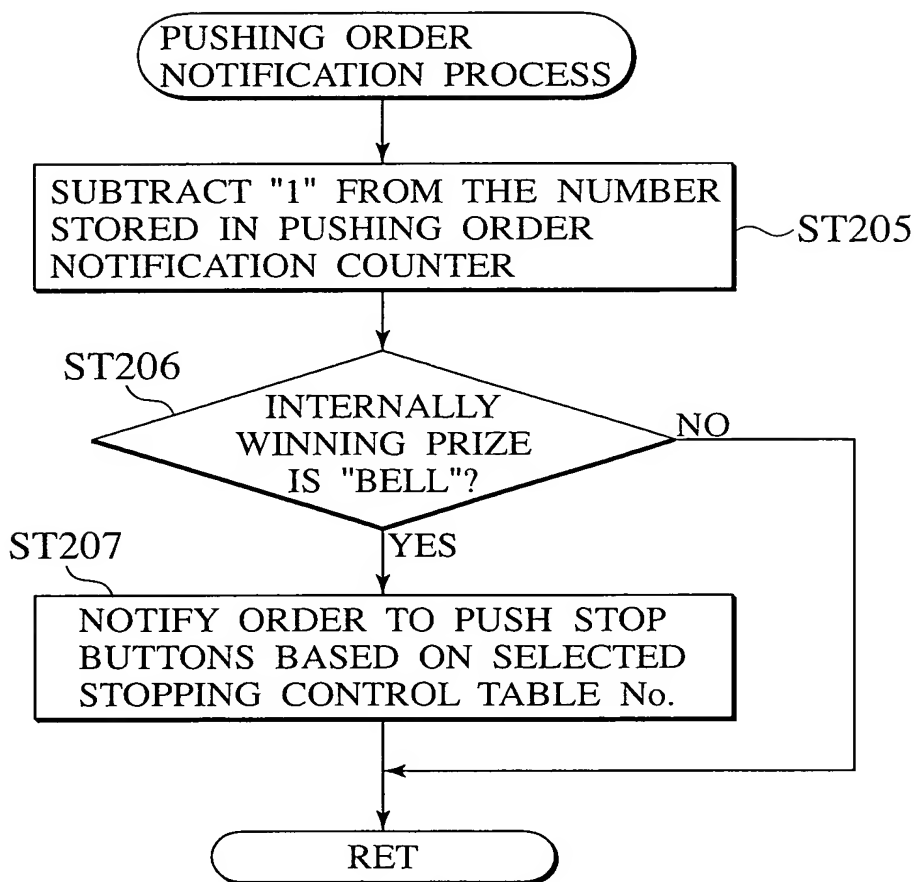


FIG.33



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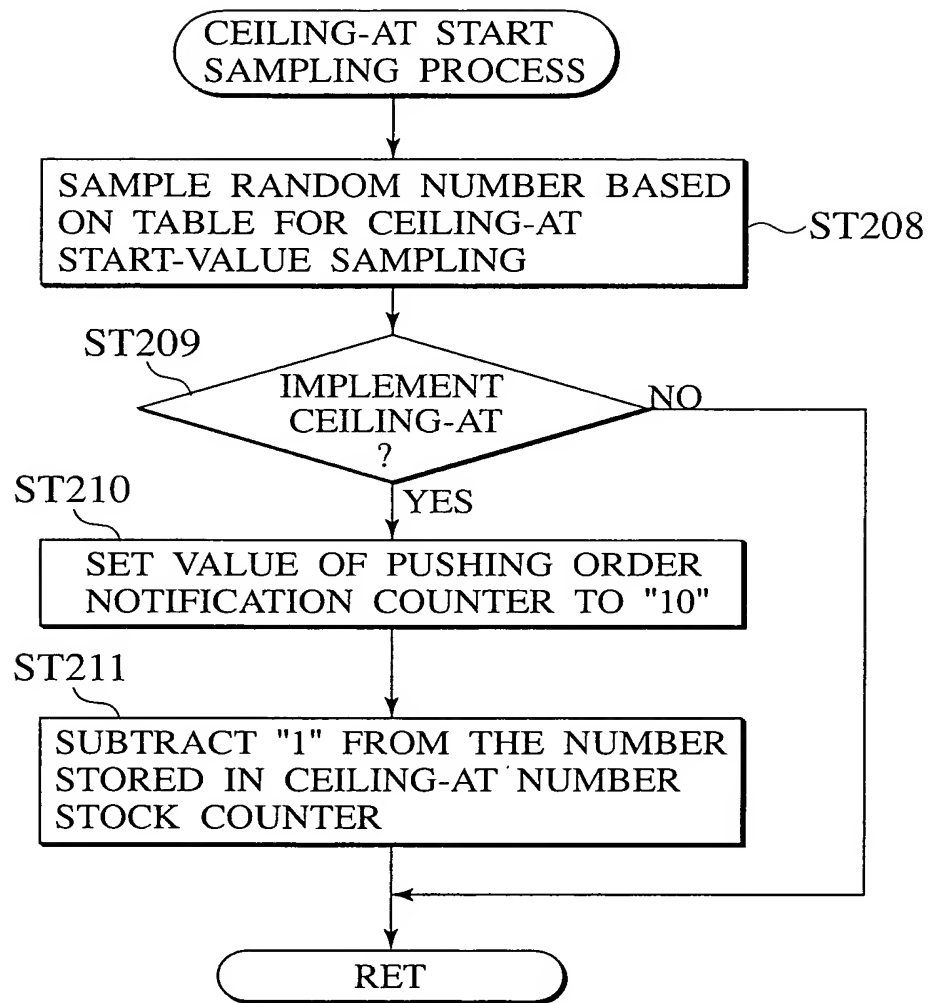
FIG.34

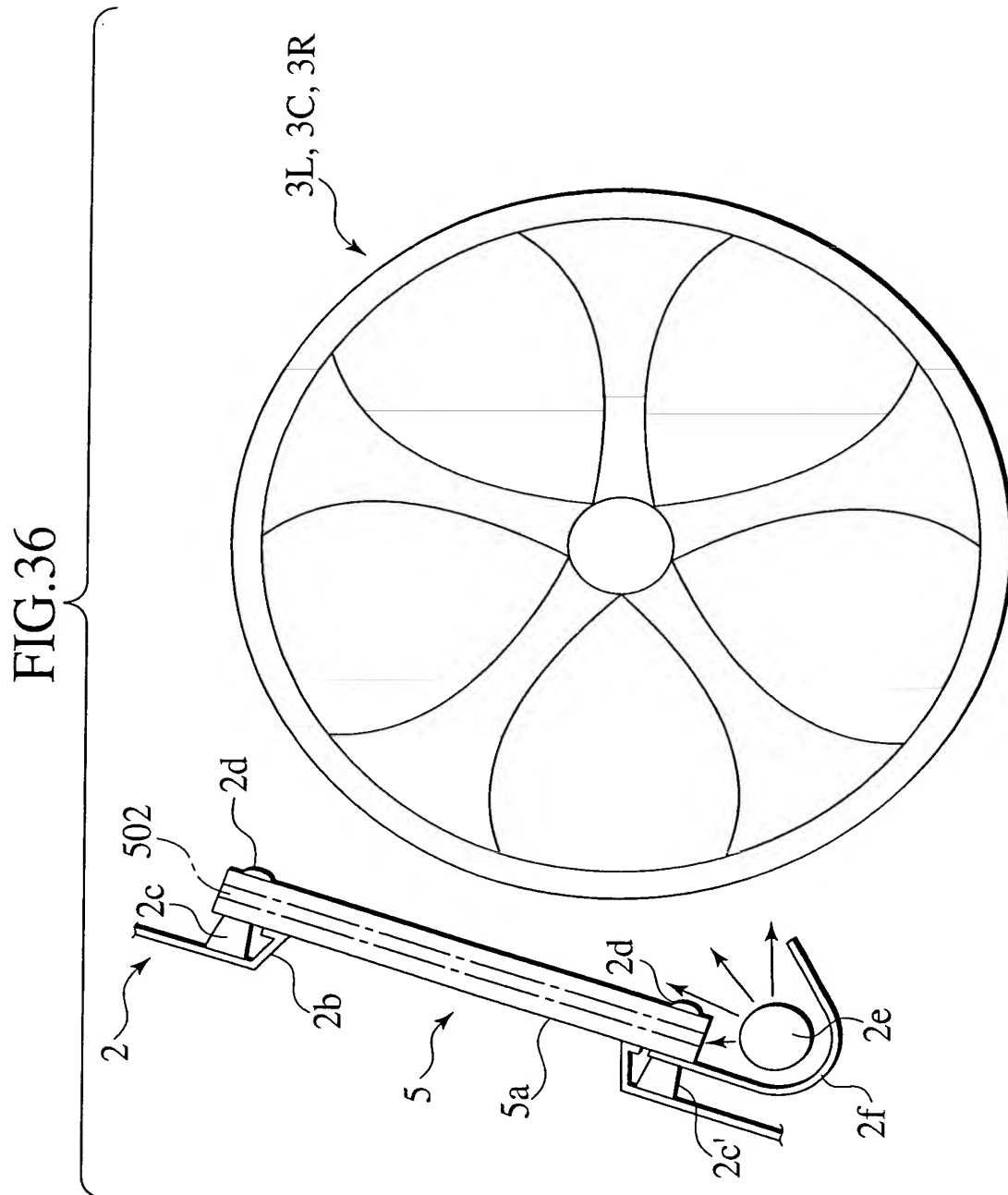




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FIG.35





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FIG.37

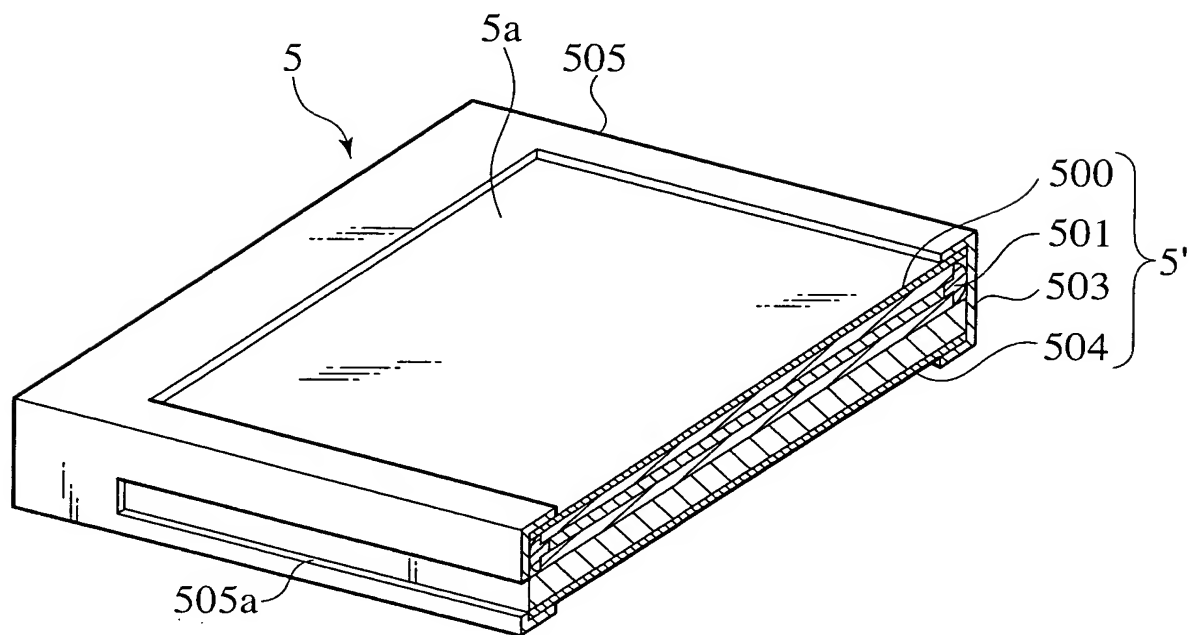


FIG.38

